

CANADIAN (21) STOOK
4 X
RULES OF PLAY

GENERAL DESCRIPTION

- (a) Canadian (21) Stook is a game played with one, four, six or eight decks of cards.
- (b) Cards are dealt from a shoe with one to eight decks of cards used.

OBJECT OF THE GAME

- (a) Each player attempts to achieve a higher total point value per hand than the dealer's without exceeding a value of 21. (Note exceptions c,d)
- (b) If point count exceeds 21, player hand is bust and bet is automatically lost.
- (c) If player and dealer's point total are equal, and bet was raised, the dealer hand wins if the total of the player and dealer's hand equals 19 or less. If the hands are tied at a total of 20 or 21 this is a push.
- (d) If player and dealer's point total are equal, and bet was NOT raised this is a push hand.

HAND RANKINGS

- (a) 2 aces
- (b) A five card hand closest to 21
- (c) Closest to 21

POINT VALUE OF CARDS

- (a) Aces1 or 11
Face Cards and Tens10
2 to 9Face Value
- (b) A soft hand has an ace counted as 11.
- (c) All other hands are termed in point value.

NATURAL CANADIAN (21) STOOK

- (a) If the original two cards that are dealt to a player are 2 aces, this is a natural Stook and takes precedence over any other combination of cards. This is an automatic winner - the dealer automatically burns his card and pays the player.
- (b) **STOOK BONUS** - If a player gets a natural Stook a stook pays **2 to 1** on the ante (original) bet and still pays even money on the raised bet. In addition **a stook always** wins.

LIMITS

- (a) Players may play as many squares as they choose including the whole table for any amount as long as **the opening bet and raised bet together do not exceed \$100.00.**

Betting limits shall be: (examples)

	Original Bet	Up to 4X Original Bet
i)	\$5.00 - \$25.00	up to \$100.00
ii)	\$100.00	no raise

- (b) Player must complete first betting square before playing the next betting square.

PAYOFFS

- (a) All winning hands are paid off at one to one. (Exception: If a player receives a natural STOOK the player will receive 2x the original bet the raised portion is paid one to one.

SEQUENCE OF PLAY

- (a) New decks of cards per game shall be used. See Section 9.7-Cards.
- (b) A single deck riffle shuffle, or, a four, six or eight deck riffle shuffle shall be used. See part 9.8-Approved Shuffles.

BASIC PLAY

- (a) Dealer's cards are dealt in front of chip tray.
- (b) Starting on dealer's left:
 - i) All players must place an original bet before receiving a card;
 - ii) Each player is dealt first card face up;
 - iii) Dealer then takes one card face down; and
- (c) Each player in turn may now do one of the following:
 - i) Increase the bet up to four times the original bet in the square marked "Up to 4 X original Bet"; or in the case of the players first card being an **ACE - player may only increase up to two times** the original bet; or
 - ii) Continue the hand with the original bet.
- (d) The dealer will give player the second card face up.

(e) Player must use hand signals to indicate:

i) Hit - draws additional cards;

ii) Dealer must provide additional cards until player stands or busts; or

iii) Stand - draws no additional cards; (Note player may not stand on one card) and

iv) Player may not draw any additional cards after receiving five cards.

(f) After each individual player's hand is completed dealer shall:

i) not play if player has busted (Dealer's hole card may be shown)

OR

ii) announce "Dealer's card", pause, and take hits (including on soft 17);

AND

III) dealer shall stand if:

- a hit card played on dealer's hand of less than 17 brings it to a hard 17; or

- total is either hard or soft point total of 18, 19, 20, 21; or

iv) if a hit card on a hand of less than 17 brings their hand to a total of five cards. A dealer never takes additional hits after achieving five cards of any amount under 21;

i.e. Dealer has five cards totally 14 --- no more hits are taken

v) if a hit card on a hand of less than 17 brings total over 21, dealer busts; and

- vi) After individual each hand is completed dealer will take another card face down and begin play with next player. If dealer does not play hand hole card is burned and may be shown.
- (g) If a player's first 2 cards are aces dealer shall pay player immediately as this is an automatic winner. Dealer pays a STOOK bonus of 2 to 1 on ante (original) bet and even money on any raised bet. Dealer burns their hole card and takes a new card to play next betting square.
- (h) If a player's first card dealt is an Ace and they raise their original bet the player may only receive one card. Hit card is placed at right angle to the first ace. A raised bet on an ace is played like a double down. If the player chooses not to raise play continues as normal.
- (i) Double Down - Player may double down on the first two cards dealt (any total except natural stook). Player puts up an additional, separate bet equal to the original and the raised bet (if any) and receives only one additional card. Hit card is placed at right angles to the first card dealt. If dealer makes a natural stook player only loses the original bet and raise (if any).
- (j) Pair Splitting - If first two cards are of equal point value, player may play each as a separate hand by putting up an additional, separate bet equal to the original and the raised bet (if any) if the first card drawn to either split hand produces another pair;
 - I) player may split again to create another hand, to a maximum of four split hands;
 - ii) each time a pair is split; player must put up a separate bet equal to the original and the original raised bet (if any);
 - iii) first split hand shall be completed before second hand is played; or
 - iv) player may "double down" on first two cards of split, after splitting. Player puts up an additional, separate bet equal to the original and the raised bet (if any) and receives only one additional card. Hit-card is placed at right angles to the first card dealt. If dealer makes natural Stook player only loses the original and the original raised bet (if any).

SETTLEMENT

- (a) Bets are paid, or taken, after each individual hand is played.
- (b) If a players hand is busted during round of play, bet shall be taken immediately and players and dealers cards burned. Dealers hole card may be shown.
- (c) If player and dealer's point total are equal, and bet was raised, the dealer hand wins if the total of the player and dealer's hand equals 19 or less. If the hands are tied at a total of 20 or 21 this is a push. If player and dealer's point total are equal, and bet was **NOT** raised this is a push hand.
- (d) All payoffs shall be made color for color or conversion, provided dealer announces conversion payout.
- (e) After each hand bets are paid or taken. Dealer shall pick up players hand, and own hand last, and place cards in discard holder.

IRREGULARITIES

- (a) Hit Without Hand Signal. If card is dealt prior to player making hand signal, dealer shall immediately notify Pit Boss, who shall declare the card dead and instruct dealer to burn it.
- (b) Dealing to Blank Space. If card(s) is dealt to space with no bet. Dealer shall immediately notify Pit Boss who shall declare card(s) in that space dead and instruct dealer to burn card(s).
- (c) Hand Signal Disputes. In case of dispute between player(s) and dealer as to interpretation of hand signal, Pit Boss shall be notified immediately.

If player complains after dealer's hand play has commenced, Pit Boss shall:

- l) allow player who has missed hit card(s) to take his after dealer has completed his hand. However, the player must make the decision prior to play proceeding.

- ii) If the player's hand has been hit by mistake, declare hit card dealers card, and players hand stands.
- (d) Cards shall not be "backed up" under any circumstances.
- (e) If Dealer does not receive a card and deals it to the player, this card shall be burned and dealer receives next card face down and play continues.
- (f) If Dealer deals second card up to all players, all cards are burned. **NO EXCEPTIONS.**